Use of your controllers:

1. Players 1 end 3 use the left controller. Players 2 and 4 use the right controller.
2. To bowl e bell push the fire button. This will release the bell from the beck end forth motion end send it towerd the pins.
3. A Cursor will eppeer ebove the player's score to indicate whose turn it is.

Game variations:

Game 6 — Easy to play
Geme 7 — Averege game
Game 8 — Most difficult

Scoring

Your microcomputer autometicelly keeps your score. The pleyer with the highest score is the winner.

APF electronics, Inc.
micro matchup bowling
operating instructions

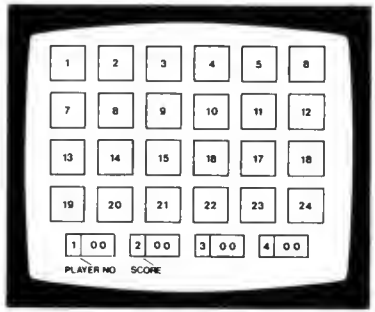
"Cartridge # MG 1004"

Insert your game cartridge into the slot on the microcomputer console. Turn the game on end press reset. There are 8 gemes listed.

MICRO MATCHUP

Game #1 — 5
Micro Matchup can be played by 1, 2, 3 or 4 players. After keying in the game number, the question "How Many Pleyers" will be displayed. Simply key in 1, 2, 3 or 4.

The pleyfield will be 24 squares.



A square will flash on the left of the player whose turn it is.

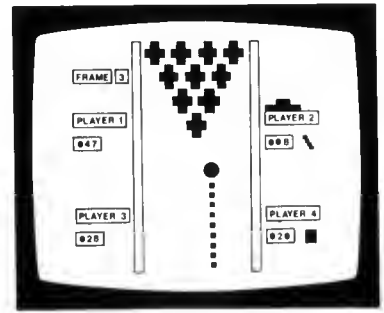
Object
To metch the hidden object or word with e similar object or word. If you guess correctly, the squeres will diseppear from the screen end you go egain. A score is kept for each correct metch you make. The pleyer with the most matches is the winner.

Use of your controllers:
1. Players 1 end 3 use the left controller. Players 2 end 4 use the right controller.
2. To enter e number, key in the number end press the enter (EN) key. To cleer an entry press the clear key before the enter key.
3. To pess your turn simply press the enter key once

Game variation:
All 5 games heve been designed for various skill levels. Geme 1 being the eesiest end 5 being the most difficult. Games 3, 4 end 5 require the metching of 3 items.

BOWLING:

Games #6 — 8
Bowling can be pleyed by 1, 2, 3 or 4 pleyers. After keying in the game number, the question "How Meny Pleyers" will be displayed. Simply key in 1, 2, 3 or 4.



Object
The rules of bowling are followed by this game. Try end knock down es meny pins as possible in 10 frames.